

Fig. 1

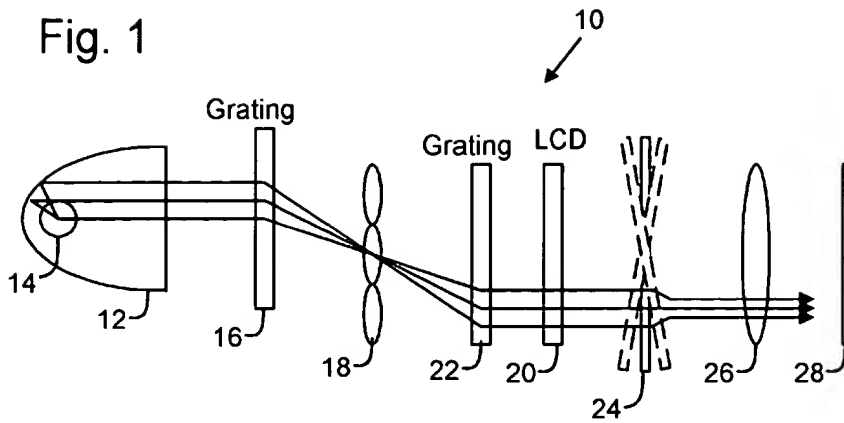


Fig. 5

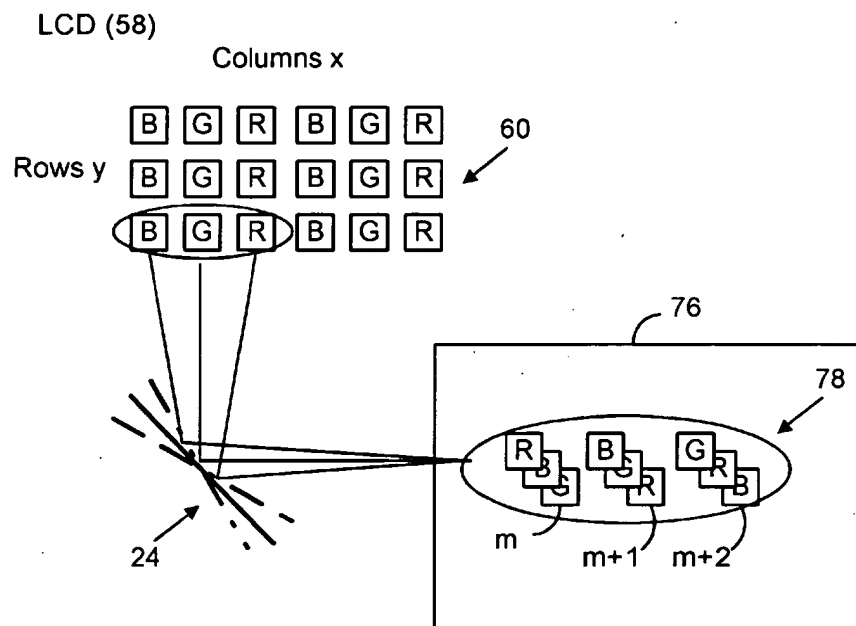


Fig. 2 - Prior Art

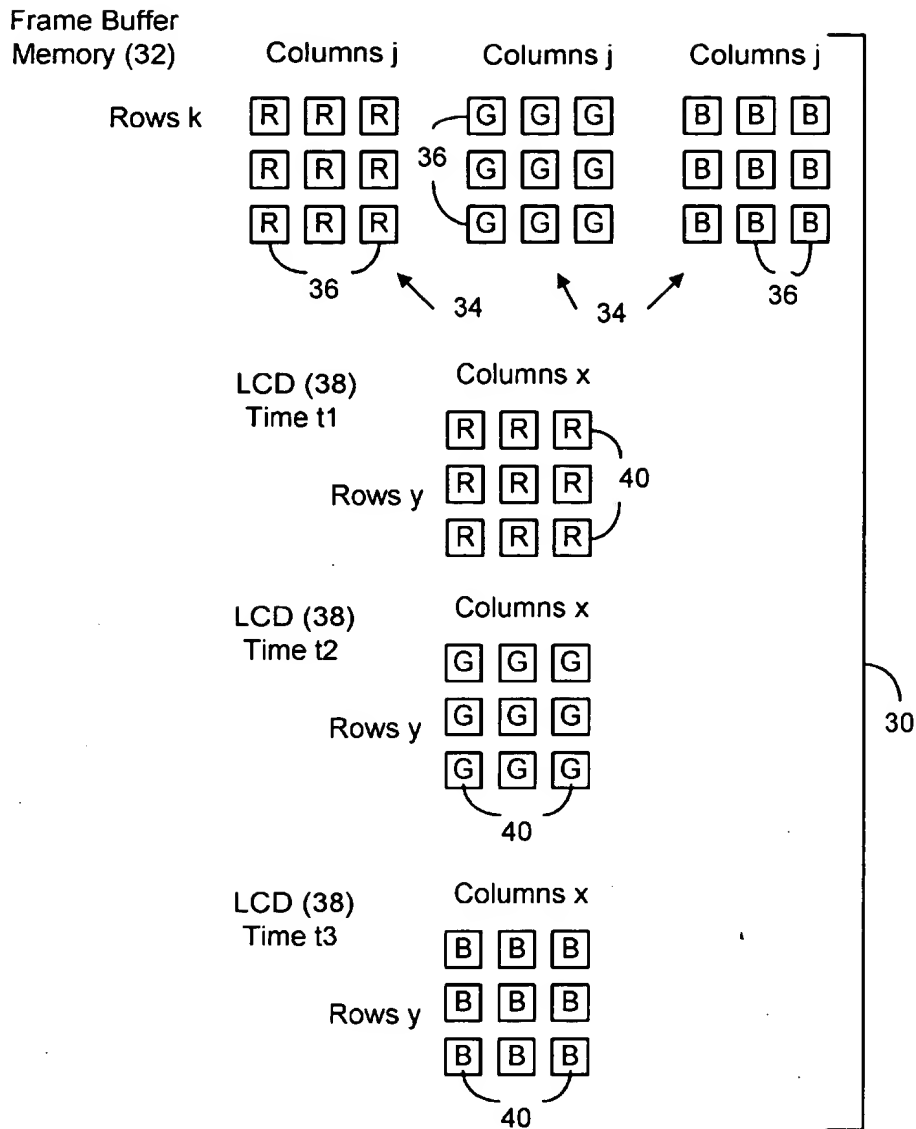
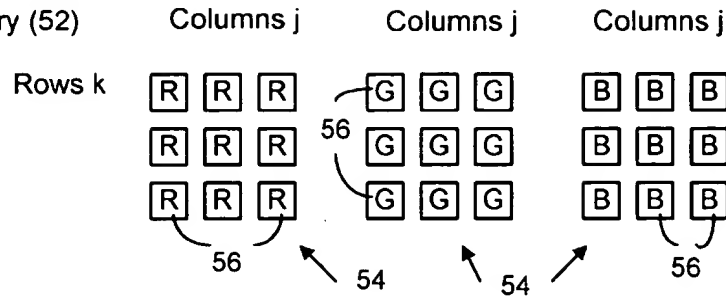
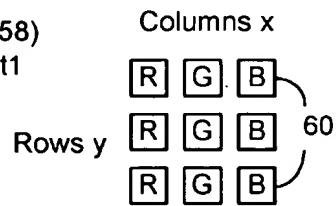


Fig. 3

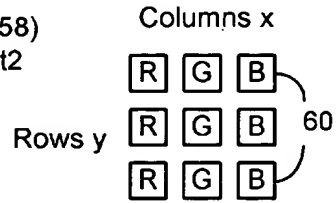
Frame Buffer
Memory (52)



LCD (58)
Time t1



LCD (58)
Time t2



LCD (58)
Time t3

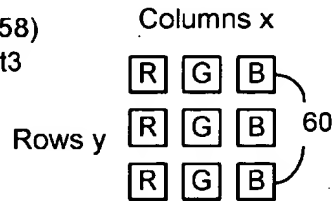
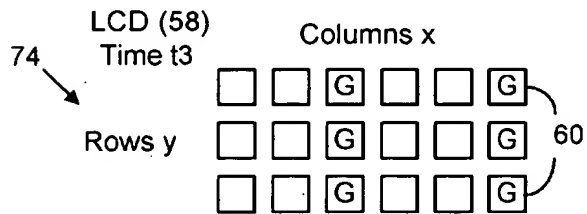
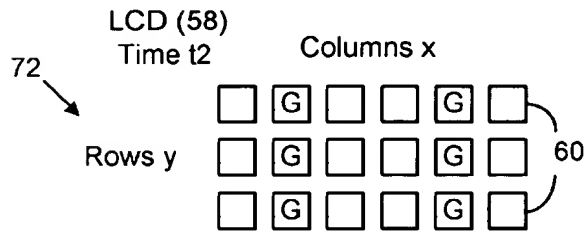
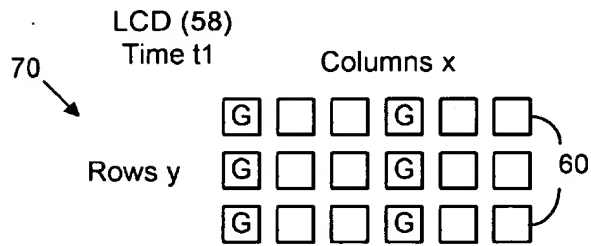
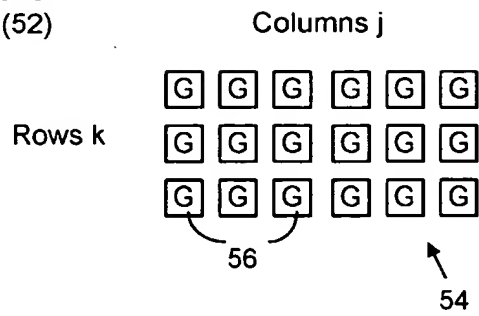


Fig. 4

Frame Buffer
Memory (52)



50

Fig. 6

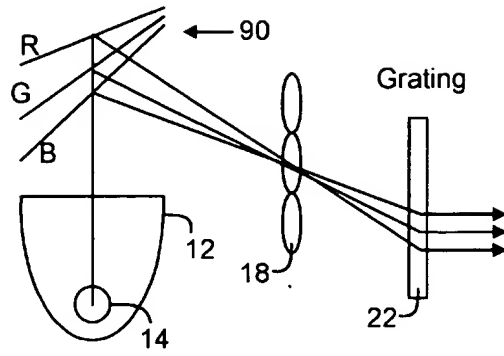


Fig. 7

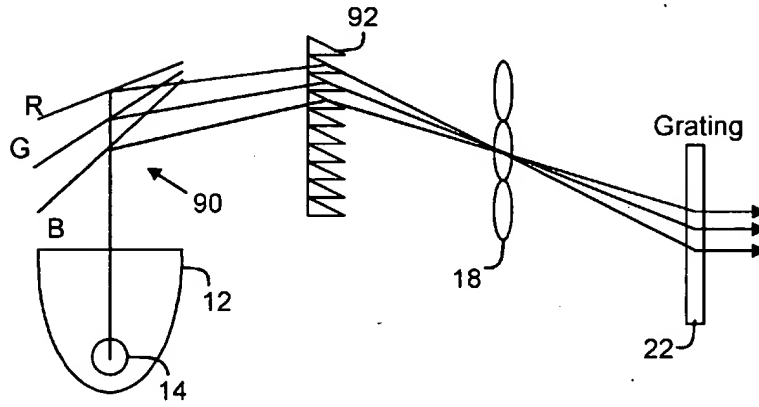


Fig. 8

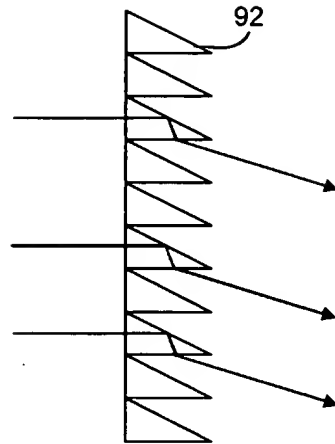


Fig. 9

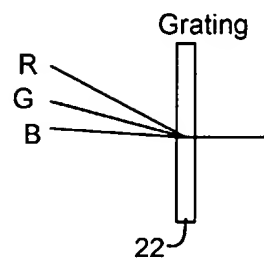


Fig. 10

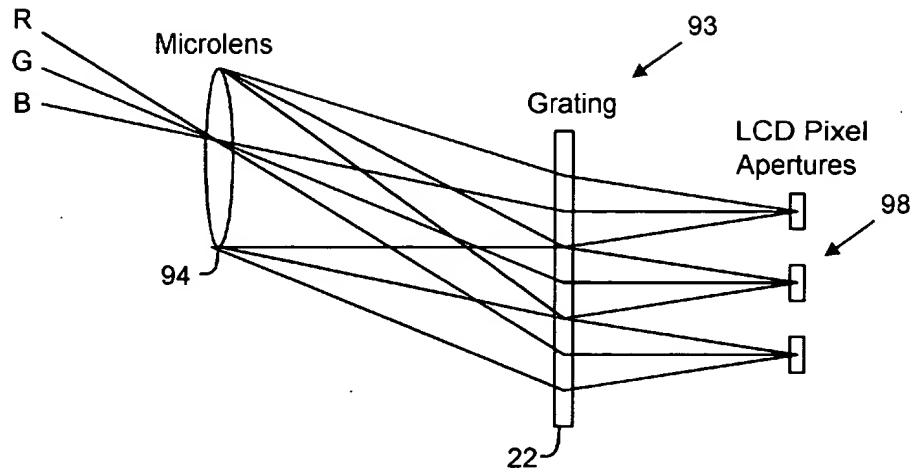


Fig. 11

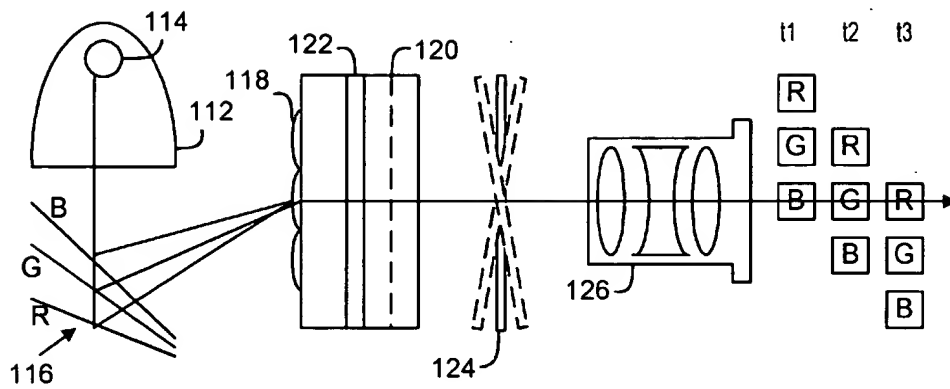


Fig. 12
Holographic
Grating

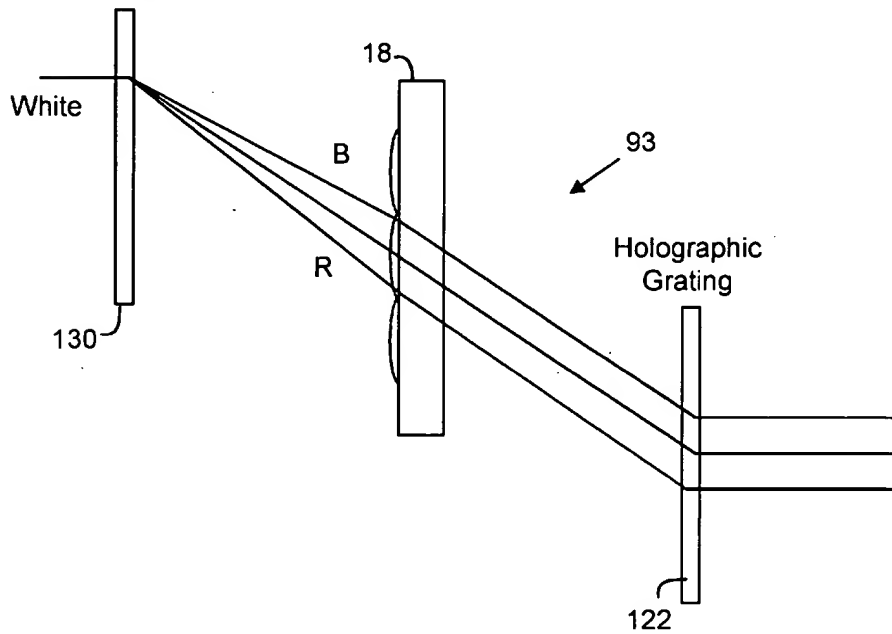


Fig. 13

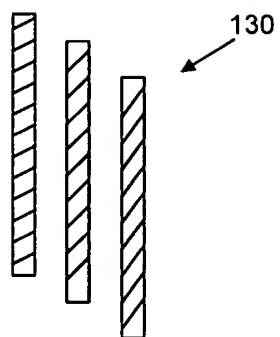


Fig. 14

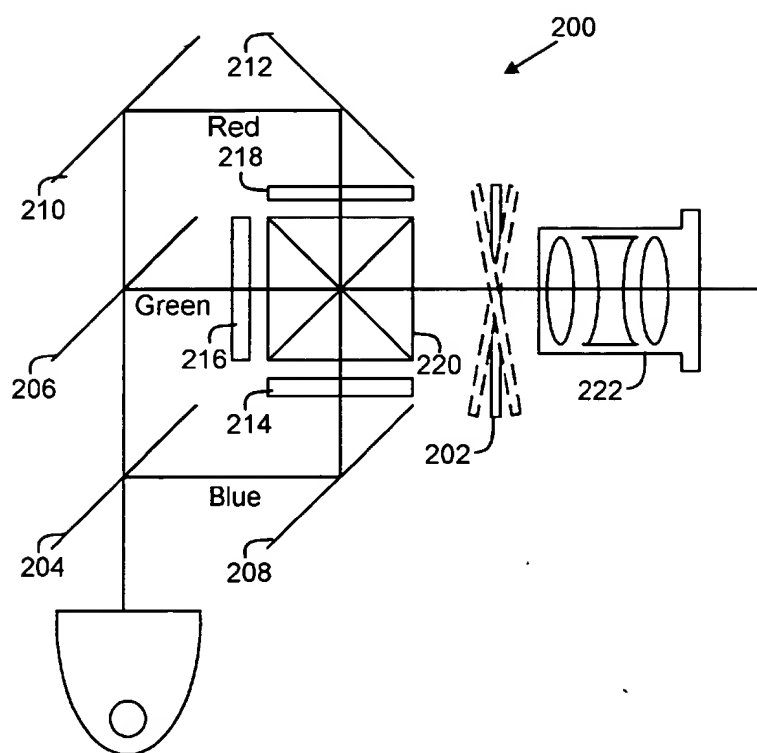


Fig. 13

Fig. 15

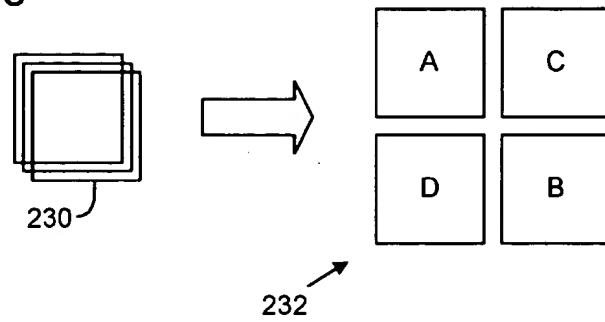


Fig. 16

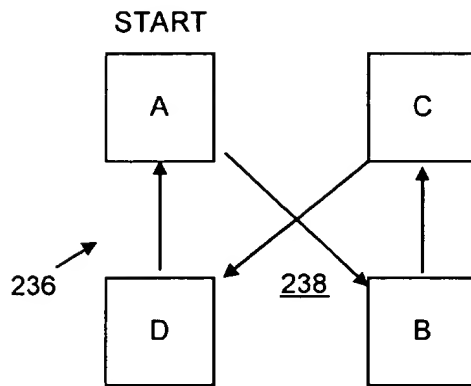


Fig. 17

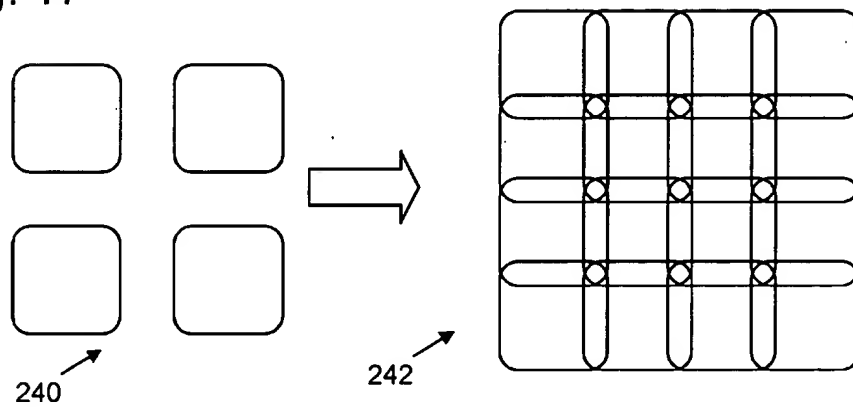


Fig. 18

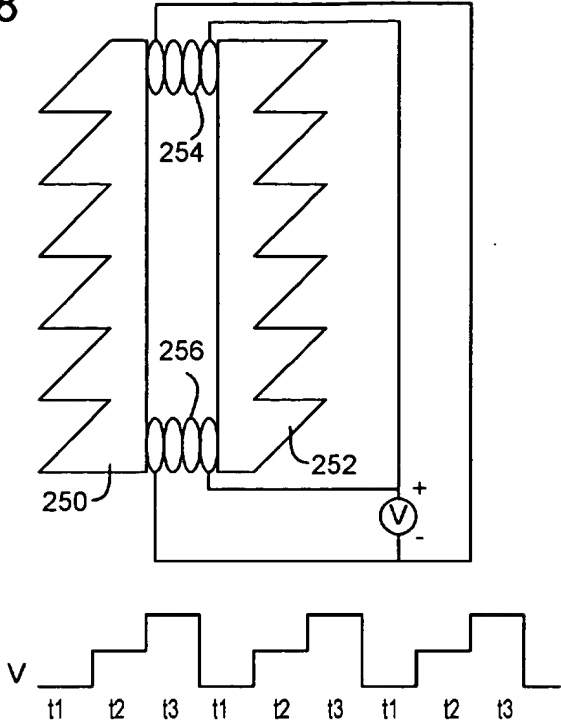


Fig. 19

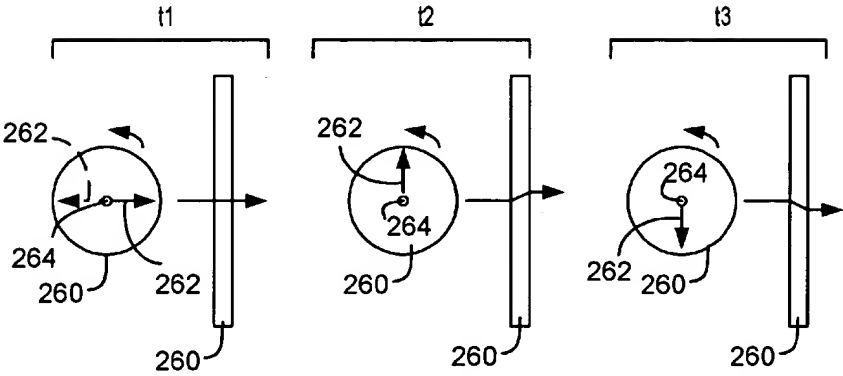


Fig. 20

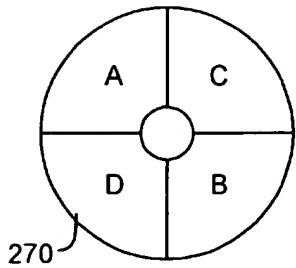


Fig. 21

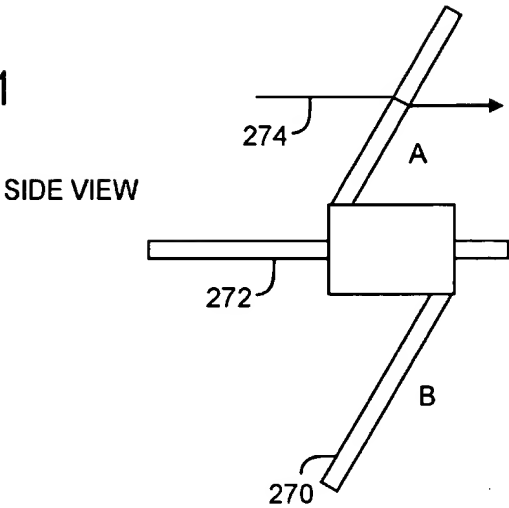
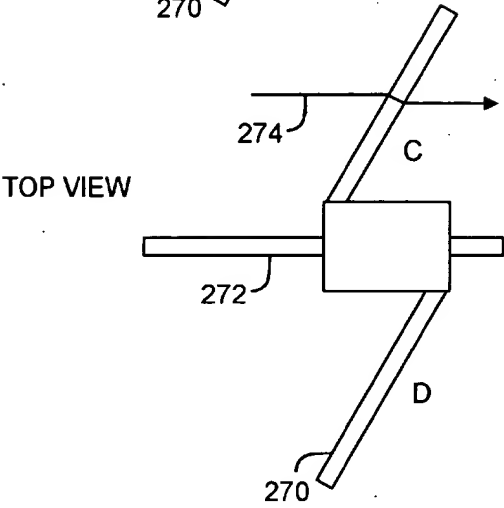
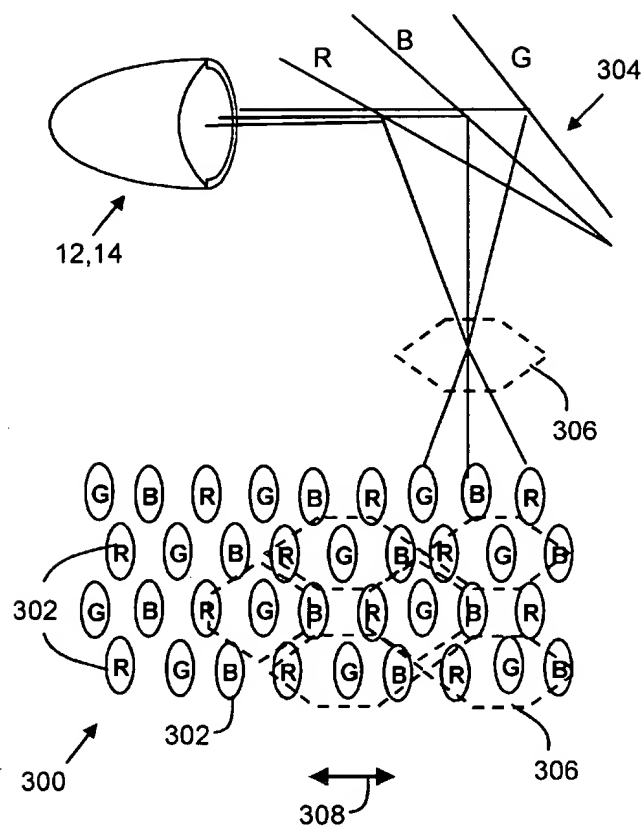


Fig. 22



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Fig. 23



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Fig. 24

